SETC Training Corporate Logo

Java Training: Design Patterns, ORM, MVC & More (JEXP, 4 jours)

Description

The course Design Patterns, ORM, MVC & More (Java Training) teaches you how to build better Java application by making use of Java best practice & design patterns. An exploration of the class library is provided to help the developer change their thinking from writing code to developing solutions. Code reuse through powerful technology such as Hibernate, Struts & Spring MVC leads to flexibility in delivering complex Java software. At the end of this course, the developer will be better equipped to use existing technology, leading to higher quality code with reduced bugs.

Tarifs

- Tarification: $3,750/person
- Rabais de 10% lorsque vous inscrivez 3 personnes.

Plan de cours

Building Good Software

- Overview
- Characteristics of a Good Software Solution
- How Good Software Is Built
- Iterative Development
- Requirements Management
- Use of Component-Based Architectures
- Ongoing Verification of Software Quality
- Control of Software Changes

Uml Primer

- Going From Analysis to Design
- UML Class Notation
- Generalization
- Aggregations
- Collection Classes
- Sequence Diagrams
- Statechart Diagrams
- Activity Diagrams
- Interfaces, Templates and Patterns

Inheritance and Polymorphism

- Inheritance
- Inheritance and Constructors
- Polymorphism
- Abstract Functions and Classes
- Using Interfaces in Everyday Programming

Java Programming

- Working with Reference Types
- Exception Handling Overview
- Exception Handling
- Events
- Using Generics
- Creating Generics

Design Patterns
Overview of Target Class Structure
About Object Creation
About Object Structure
Refactoring Considerations
Abstract Factory
Singleton
Client Code Review
Bridge
Builder
Façade
Prototype
Adapter
Composite
Other Patterns
Refactoring Considerations
Advanced Development Technologies
About Enterprise Frameworks
Business Entity Frameworks
Validation Frameworks
Application Development in an Enterprise Framework
Making an Object Bindable
Configuration Based Programming
Data Access
Exception Handling
Logging
Validation
Hibernate Basics
Overview
The Problem with Hand-Coded Sql
About ORM with Hibernate
Hibernate Namespaces
Hibernate Interfaces
The ISessionFactory
The Session Instances
Identity
Hibernate Application Configuration
Object Mapping
Overview
The Domain Model
Mapping Basics
Mapping Objects
Dealing with Identity
Mapping Types
Mapping: Value Types and Entity Types
Mapping Class Hierarchies
Mapping Associations
Mapping Collections
Mapping and Polymorphism
Using Struts Based Frameworks

Model 1 and Model 2 Architecture
MVC for the Web
The Controller#39;s Role
The Configuration File
Implementing the View
The Action